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#3

ZUB
DUNBAR
BOVE

LEGENDS OF BALDUR'S GATE

DUNGEONS & DRAGONS®

TYRANNY of DRAGONS™

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Written by **Jim Zub**

Art by **Max Dunbar**

Colors by **John-Paul Bove**

Letters by **Neil Uyetake**

Edits by **John Barber**

Story So Far...

In the legendary city of **Baldur's Gate**, a young moon elf (and wild mage) named **Delina** teams with the newly revived ranger **Minsc**; his hamster, **Boo**; and thieves **Krydle** and **Shandie**. To find Delina's missing brother, Krydle makes a deal with **The Fetcher**—in exchange for the brother's location, Krydle must deliver a letter to a member of the **Parliament of Peers**. Learning the Peer in question is his old friend (and Krydle's father) **Coran**, Minsc leaps into action—and hijinks are about to ensue...

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THE *UPPER CITY* OF BALDUR'S GATE EXUDES *WEALTH*. ITS BUILDINGS' SHUTTERS AND DOORS BEAR VIBRANT COLORS AND ARE SMARTLY MAINTAINED. EVERY UPPER CITY CITIZEN IS EITHER A *PATRIAR*, A *SERVANT* OF A PATRIAR, A *WATCH MEMBER*, OR AN *AFFLUENT BUSINESS OWNER*.

THE UPPER CRUST'S SOCIAL ACTIVITIES INCLUDE GOSSIPING; SMALL CONTESTS OF SKILL, SUCH AS BOARD GAMES OR DARTS; AND AN ENDLESS CYCLE OF DANCES AND REVELS.

GREETINGS AND *SALUTATIONS!*

WE ARE READY TO PARTAKE OF YOUR *CELEBRATORY FESTIVENESS!*

UH...

LEGENDS OF BALDUR'S GATE PART 3

ARE YOU... DO YOU HAVE AN *INVITATION*?

OF COURSE, MY SHORT AND NERVOUS FRIEND! I AM WELCOME WHEREVER *GOODNESS FLOURISHES!*

ISN'T THAT *RIGHT*, BOO?

SQUEE!

IS THERE A *PROBLEM*?

THIS, ER, GENTLEMAN SEEMS A BIT *CONFUSED* ABOUT—

NO *CONFUSION*, ONLY *COURAGE!*

MY *HAMSTER* AND I ARE HERE ON *IMPORTANT BUSINESS!*

WHAT *KIND* OF BUSINESS?

QUEST BUSINESS. I'M SEARCHING FOR MY ELF-FRIEND'S *BROTHER.*

ARE YOU HERE WITH A *PATRIAR*?

IF YOU TELL ME WHAT THAT IS, I'M SURE THE ANSWER WILL BE "*YES.*"

LOOK, *LOOK!*

A *MINSTREL* DRESSED AS THE *BELOVED RANGER!*

SCANDALOUS! I *LOVE* IT!

UH...

ALL DECKED OUT WITH THE *HAMSTER* AND *EVERYTHING!*

YOU'VE GOTTA MEET OLD *OSTOG!* HE WON'T *BELIEVE* IT!

UH, SIR, I NEED TO *ENSURE* THAT—

IT'S *FINE!* I'LL SPONSOR HIM HERE!

MINSC, *WAIT!*

=HUFF= =HUFF=

I... HATE... EVERYTHING...

CAN I *HELP* YOU?

THAT GUY, THE ONE WITH THE *PURPLE* ON HIS FACE...

WE'RE WITH HIM.

PART OF THE SAME *TROUPE?*

TROUPE?

YUP! THAT'S US. *TROUPE-ADOURS!*

THAT'S "*TROUBADOURS*," MY DEAR. THERE'S NO "*P*" IN IT.

LOOK, JUST *GO* BEFORE I CHANGE MY MIND...

THANKS, PAL!

OH, *WOW...*

DID YOU SEE HER *DRESS*?

THAT'S WHY I TOLD HIM TO GET THE *PARLIAMENT* TO BACK HIM UP...

FEH! I'D *NEVER* SET FOOT IN THE *LOWER CITY*.

SAVORY HORS D'OEUVRES ARE *DIAMOND*-SHAPED. THE *SWEET* ONES ARE *ROUND*.

IS THE WINE *ELVISH*? I *ONLY* DRINK *ELVISH WINE*.

A *DRAGON* ATTACK? *WHERE*?

GOOD HELP IS *HARD* TO FIND, DARLING.

OH GREAT, *LADY CLOONAN'S* IN HER *CUPS* AGAIN...

CORAN...

HMM?

KRYDLE? WHAT IN *BLAZES* ARE YOU DOING HERE?!

IT'S NOT BY *CHOICE*, TRUST ME...

LET'S JUST MAKE THIS *QUICK*, OKAY?

DON'T BE LIKE THAT. I HAVEN'T SEEN YOU IN *AGES!*

AND FOR *GOOD REASON!*

JUST BEING HERE AMONGST THESE *PIG-HEADED NOBLES* MAKES ME WANT TO *RETCH!*

DON'T BE LIKE THAT, BOY. YOU NEED *GUIDANCE...*

I'VE HAD MORE THAN ENOUGH OF YOUR "*GUIDANCE*," THANKS.

GO *MANIPULATE* SOME *OTHER* WIDE-EYED THIEF WITH A TASTE FOR GOLD TINGED WITH YOUR OWN SPECIAL BRAND OF *REGRET.*

MORE *WINE*, SIR?

NO. *PISS OFF.*

FINE.

I SEE THERE'S NO *REASONING* WITH YOU THEN.

WHAT DO YOU WANT?

THIS.

I TOLD *SOMEONE* I'D DELIVER IT TO YOU IN *PERSON*.

NOW I *HAVE*.

THAT'S *IT*? WE'RE NOT GOING TO TALK AT *ALL*?

WHAT DO YOU WANT ME TO *SAY*?

"NICE JOB BECOMING ONE OF THE CITY'S ILLUSTRIOUS *OPPRESSORS*"?

"THANKS FOR *REJECTING* YOUR *PRINCIPLES* AT EVERY TURN"?

"I'M SURE MOM WOULD BE *PROUD*"?

IS THERE A *WEASEL RACE* TOMORROW?

OH MY, I *HOPE* SO.

UM... EXCUSE ME...

WINTORY WON *5 PLATINUM* AT THE LAST ONE!

NO POINT LETTIN' *GOOD FOOD* GO TO WASTE...

PARDON M—

BUMP

HEY!

YOU'RE ONE OF THE *JERKS* WHO *AMBUSHED* US!*

YOU!

*LAST ISSUE.

THE SISTER IS *HERE!*

GET HER!

NO!

FWOOM

UH OH...

NEERA, DID YOU FIND *EVIL*?!

BOO, WE MUST *ASSIST* HER!

IGNORE THE *LOUT!* DON'T LET THE GIRL *ESCAPE!*

HAMSTER JUSTICE *CANNOT* BE IGNORED, UGLY MAN!

KRYDLE, WE'VE GOTTA GET OUTTA HERE!

WHAT IN THE—

AW GEEZ...

IT'S NEVER EASY, IS IT?

HA!

KER-CHUNK

AGGH!

THOK

I SHOULDN'T BE SURPRISED TO FIND *SCUM* LIKE YOU HERE...

K-TANG

OOF!

WHOMP

STAY DOWN, YOU FOOL!

IT *COULDN'T* BE...

BOO?

SQUEE!

FWUMP

EVERYONE KEEP *CALM!*

WE'LL BRING THIS UNDER *CONTROL!*

SUUURE YOU WILL!

TWANG

WHAM

UHHH

AND *THAT* IS FOR SCARING BOO!

CORAN, MY FRIEND, IT IS *GOOD* TO SEE YOU!

YOU LOOK *WELL FED!*

MINSC... *HOW?!*

HELP!

EXCUSE ME, I MUST DESTROY *STINKING EVIL* BY THE *SWEETS TABLE...*

I *HAVE* HER!

MMMPH—!

YOU HAVE *HER*, BUT I HAVE *YOU!*

PREPARE FOR *BUTT-KICKERY!*

KER-

SMASH

UHH!

WHUMP

KRAK

LET GO!

AHH!

GET THEM!

I THOUGHT I *TOLD* YOU TO STAY—

CAN WE ARGUE ABOUT THIS *LATER*?!

HALT!

SURRENDER, CRIMINALS!

YOU'RE ALL UNDER *ARREST!*

HEH.

LIFE IS *ADVENTURE*, OR *NOTHING* AT ALL...

STAY STILL, DAMN YOU!

SLIDE

KILL HIM QUICKLY!

NO!

YOU WILL KILL ME SLOWLY, OR NOT AT ALL!

AIEE!

SHUNK

CAUGHT BETWEEN BADDIES AND THE WATCH. LOVELY!

LET'S SEE IF I CAN EVEN THE ODDS A BIT...

WATCH YOUR FOOTING, LADS!

WHOA!

WAAAH!

ER... NEVERMIND THEN.

WAAAAAAH

SQUEAKY WHEEL GETS THE KICK!

SHUNK

URGH!

MINSC, STAY WITH DELINA! SHE'S IN DANGER!

WHO, YOU MEAN NEERA?!

DONK

OW!

WHEN WE GET THROUGH THIS, REMIND ME WE NEED A LITTLE CHAT ABOUT TEAMWORK...

TRIP

WHOA!

I HEAR YA.

ENOUGH OF THIS FOOLISHNESS...

=HUFF= =HUFF=

AAAH!

SLEEP!

N-UHHH—

WE HAVE WHAT WE CAME FOR!

FLEE!

FILTHY COWARDS! WHERE ARE YOU GOING?!

SHANDIE, WE NEED ONE OF THESE SCUMBAGS *ALIVE!*

I'M ON IT!

YIPE!

NICE SHOT, LADY!

MINSC, *GRAB* THAT LOSER AND LET'S GET *OUT* OF HERE!

HALT!

PLEASE HALT!

GO, *GO!*

THEY'RE *LONG GONE*, SIR. THIS ARMOR'S TOO *HEAVY* FOR A CHASE LIKE THAT.

WE'RE LUCKY WE DIDN'T FALL TO OUR *DEATHS*.

DAMMIT!

THE OVERSAR'S GONNA HAVE OUR *HEADS* FOR THIS...

STICK TO THE *SHADOWS*. STAY *OUT OF SIGHT.*

OF COURSE.

THE *RENDEZVOUS POINT* IS FURTHER DOWN, NEAR THE *SEA GATE.*

YES, I *KNOW.*

CAREFUL NOW... IF YOU MOVE HER TOO MUCH, SHE'LL *WAKE UP.*

I'M *FULLY* AWARE OF HOW *SLEEP MAGIC* WORKS, YOU *CRETIN*!

DON'T TAKE THAT *TONE* WITH ME!

YOU TREAT ME LIKE I'M AN *IDIOT!*

I *KNOW* WHAT I'M *DOING!*

BOTH OF YOU NEED TO *SHUT UP!*

LIGHTNING BOLT!

KRAKOW

AAAGH!

THAT WAS QUITE *CONVENIENT*, EH, BOYS?

YEAH. *TOO* EASY.

HEH.

I ALWAYS SAID THE DRAGON CULT'S *GREATEST ENEMY* WAS *ITSELF*...

FOOLS LEADING *FOOLS*.

WHU... WHAT'S GOING ON?

WH-WHERE AM I?

IT'S ALRIGHT... THERE'S NO NEED TO BE *AFRAID*.

THIS *FOUL CITY* CANNOT BREAK THE *BOND* BETWEEN US...

DENIAK!

I'M *SO* GLAD YOU'RE HERE, *SISTER.*

WE HAVE *MUCH* TO DISCUSS...

TO BE CONTINUED!

NEXT ISSUE!

CAN MINSC, BOO, AND THEIR NEW FRIENDS STOP THE DRAGON CULT BEFORE THEIR MAGICAL RITUAL DESTROYS THE CITY? LESS TALK, MORE FIGHT!

LEGENDS OF

BALDUR'S GATE

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Behind The Scenes In Baldur's Gate

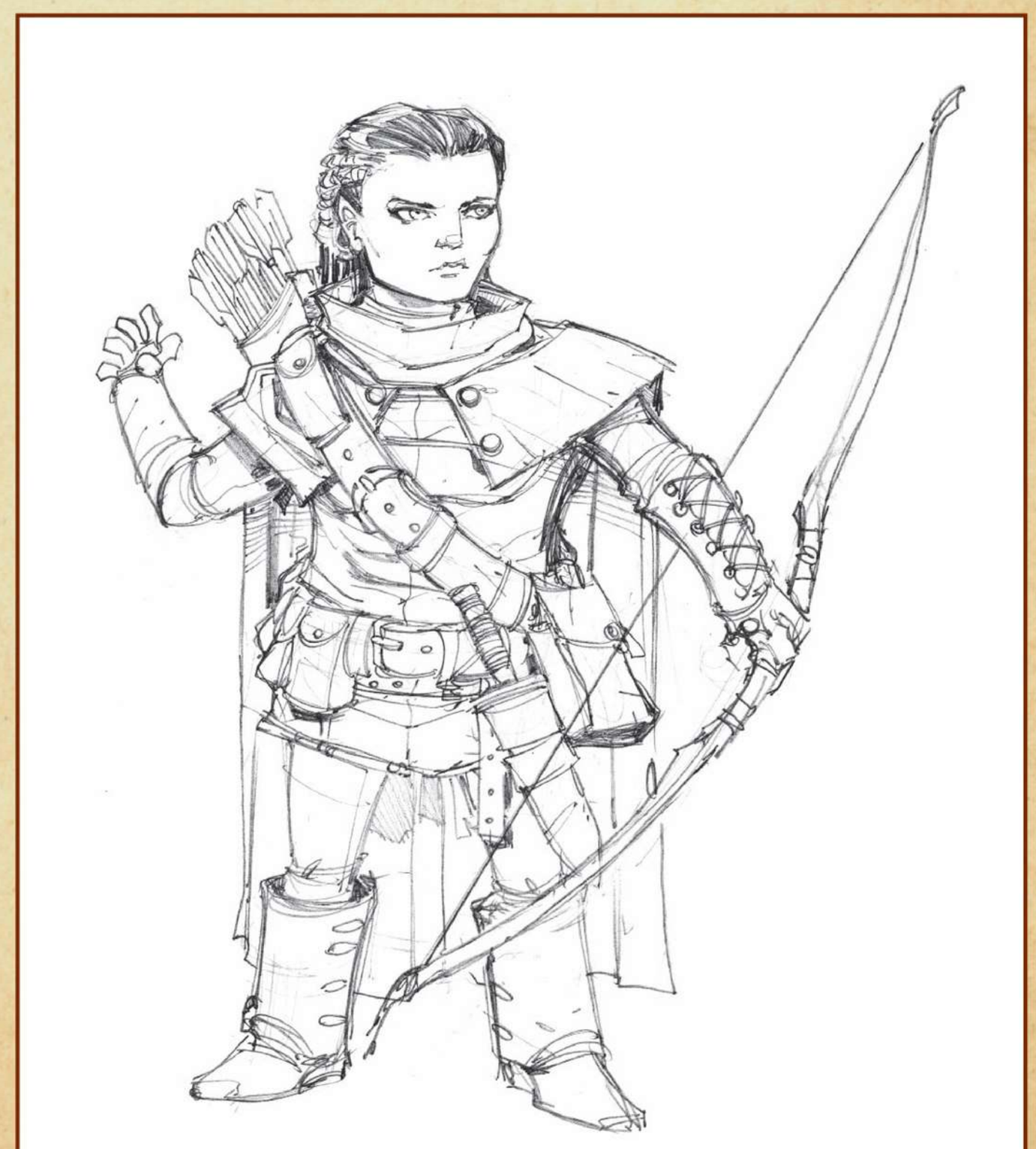
Hope you enjoyed *Dungeons & Dragons Legends of Baldur's Gate* issue 3! Editor John Barber here, welcoming you back. When we started the series, writer Jim Zub came up with brief character descriptions that artist Max Dunbar brought to visual life!

KRYDLE

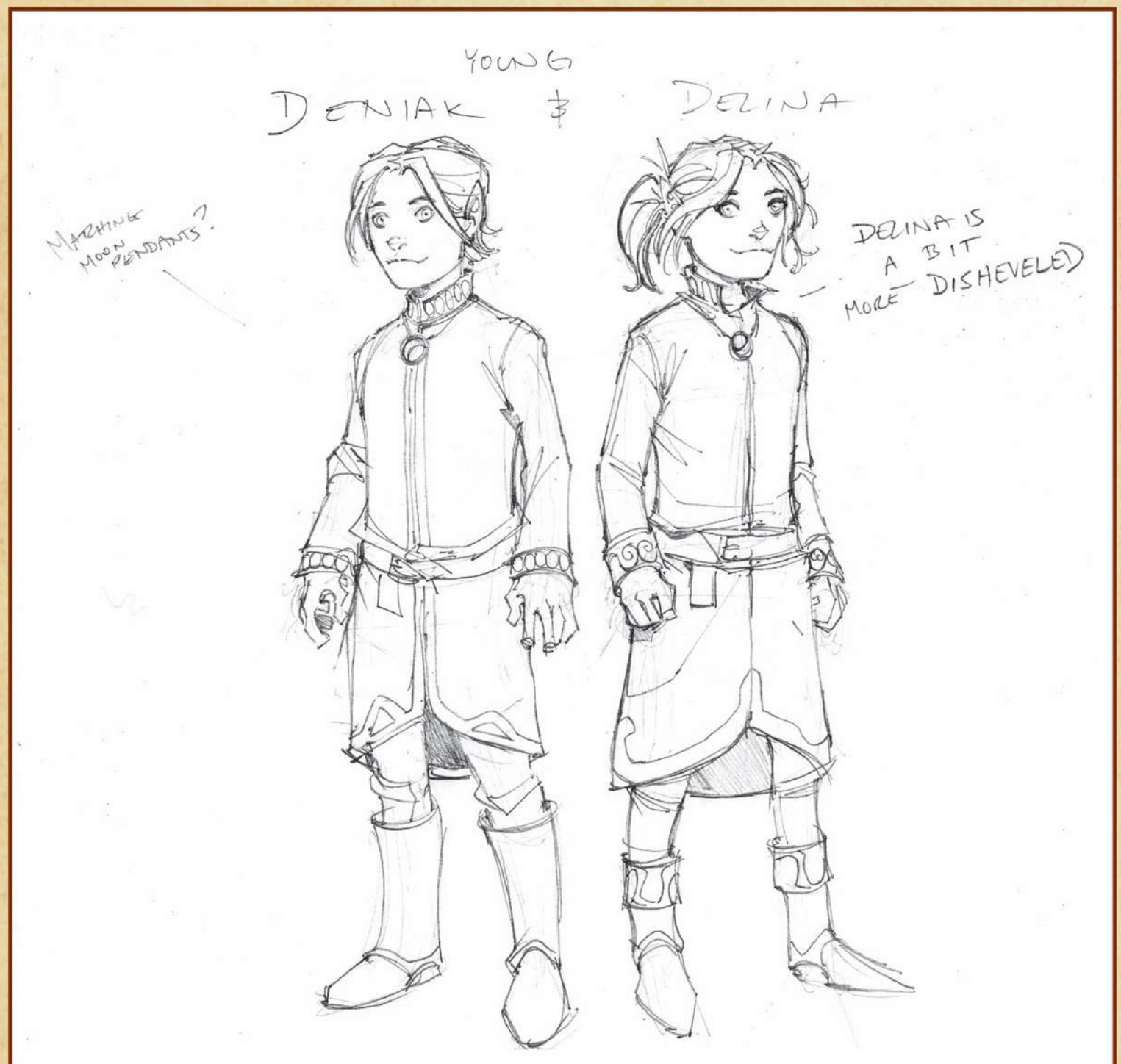
Jim Zub's Description:
Krydle is the half-elf son of Coran (from the Baldur's Gate videogames), famous patriar of Baldur's Gate. Krydle is a mischievous thief and poet always looking for unique experiences and, once he becomes entangled in Delina and Minsc's quest, he'll stick around for the chaotic thrills that emerge in their wake. Estranged from his father, Krydle loathes the politics of the city and the schism between the Upper and Lower cities. Beneath his seemingly shallow veneer is a desire for loyal friends and his adventuring comrades may end up becoming a surrogate family in time.

SHANDIE

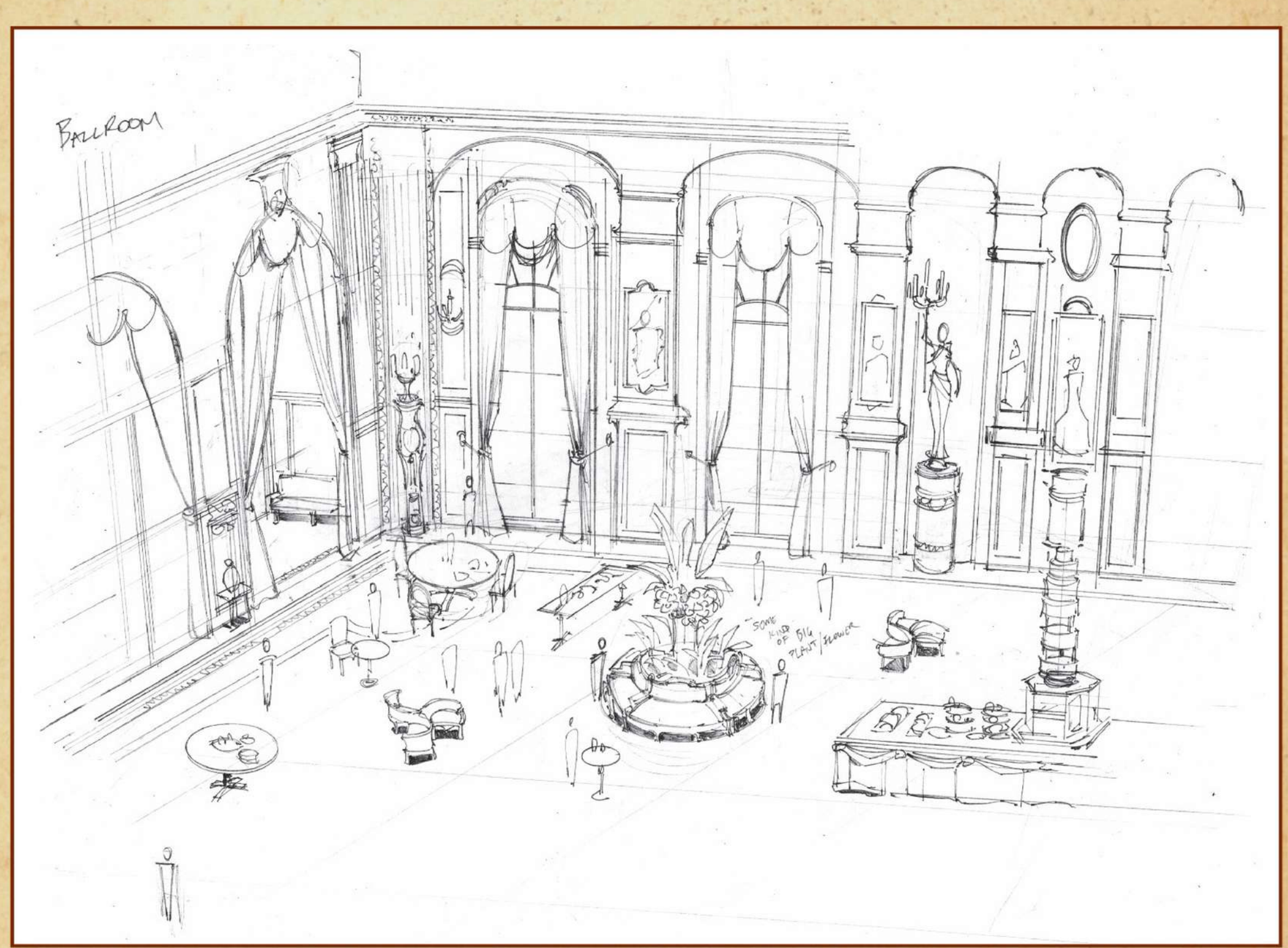
Shandie is a plucky Halfling warrior obsessed with becoming a longbow archer. Her race and stature would seem to disqualify her from ever reaching that goal, but she won't let pesky reality quash her dreams. Even with a Halfling-ready short bow, Shandie is a stunningly skilled crackshot able to hit targets accurately at distances most human-sized archers would hesitate to shoot for. She's learned that anything is possible with enough effort and is raring to prove herself. Once she crosses paths with Delina and Minsc, she knows her fletching fingers will get a worthy workout.



Max's first design for Shandie was too tall and lean for a Halfling, so he whipped up another take.



Last issue, we introduced young Delina and Deniak. Max nailed the look of the twins on the first try!



The upper-city ballroom this issue was a character unto itself—and Max went all-out on the design!

Be with us next time for more behind-the-scenes action—and drop us a line at letters@idwpublishing.com. Mark your letters "Ok to print" and we'll run the best of 'em!
See you next month! John Barber, Editor